

MARVEL
27th May 89

THE REAL

GH~~O~~STBUSTERS™

FABULOUS
50TH ISSUE
COMPETITION!

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Clank, clunk and three cheers. Hoorah! Yes, cherubs, we have reached the fiftieth fabulous issue of **THE REAL GHOSTBUSTERS** and what a corker it is, too! This week we have for you an epic tale of automaton amusement in the form of **ECTO-X!**, when our four frolicking Ghostbusters find themselves in contention with one of Egon's robotic creations. Will our lovable lads find a sudden need to find that missing *tin-opener?* Will they put a *spanner in the works?* Well, that would be telling, so you'll just have to read it for yourself!

To add to the celebrations, there is also a wonderful **Design a Spook Competition** for you to exercise those weird and whacky imaginations of yours on! The winner will see their spookey creation reproduced in full colour in a future story in **THE REAL GHOSTBUSTERS**.

There's also a tabby Survey for you to fill in and return to those of you who are fans of the factual!

So pick up those pens and get creative!

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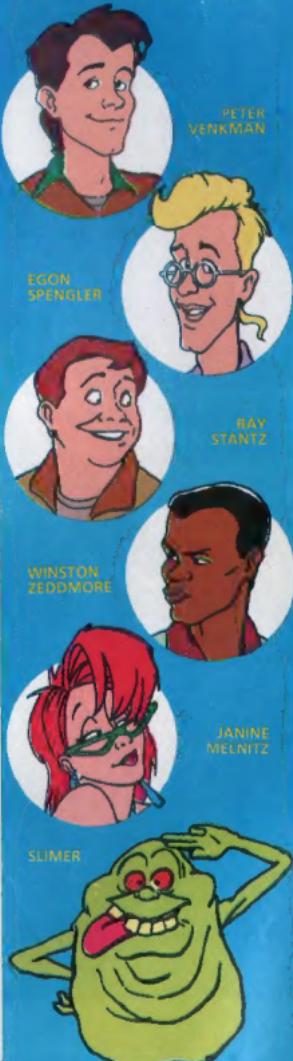
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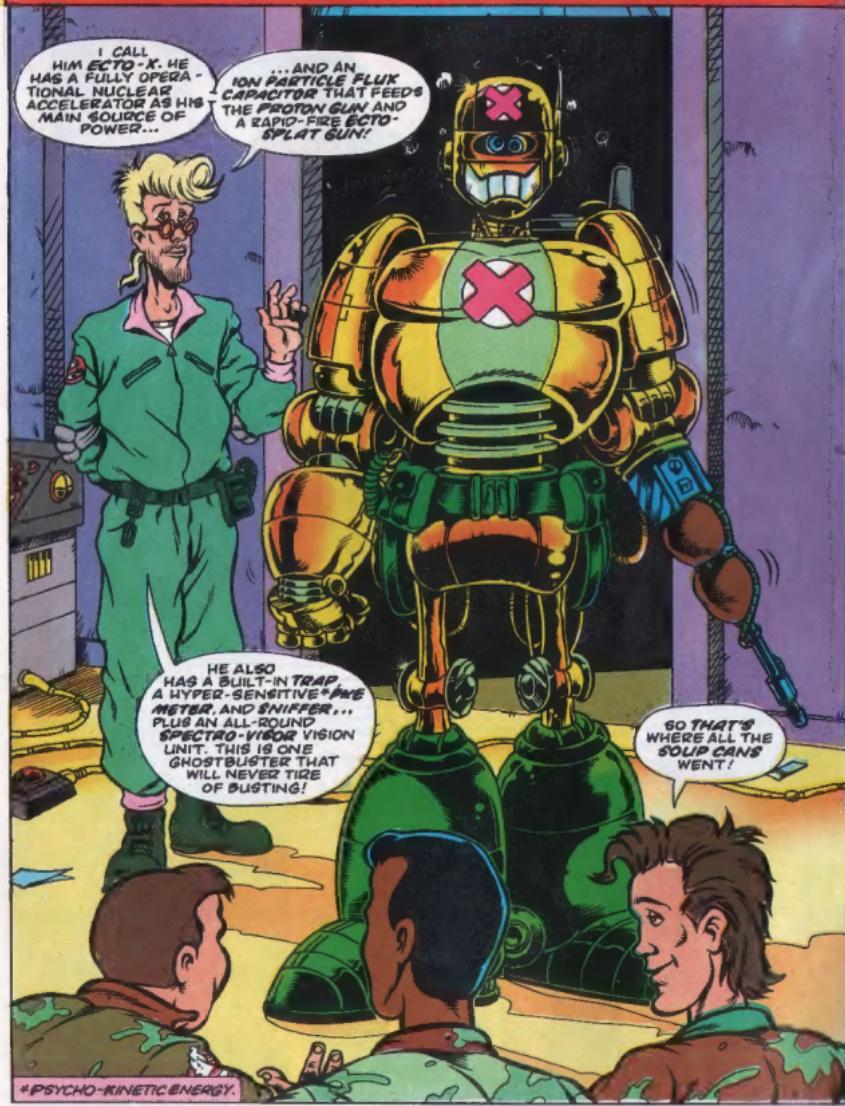
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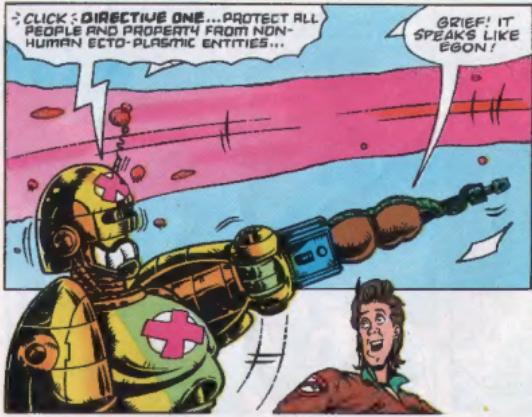
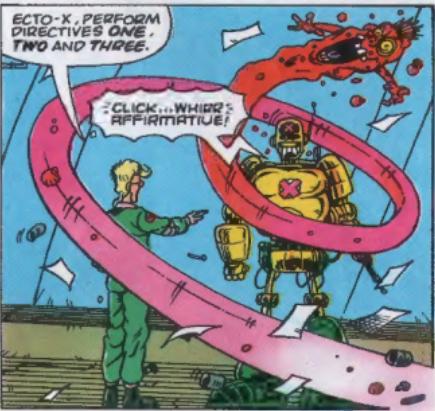


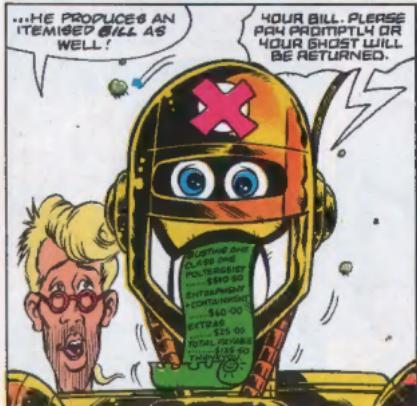
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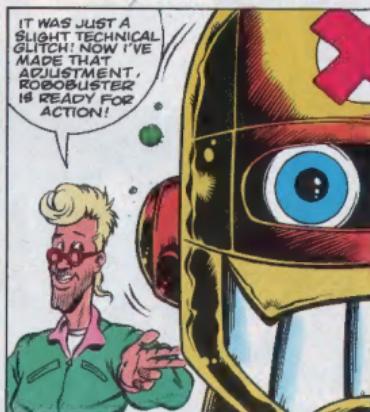
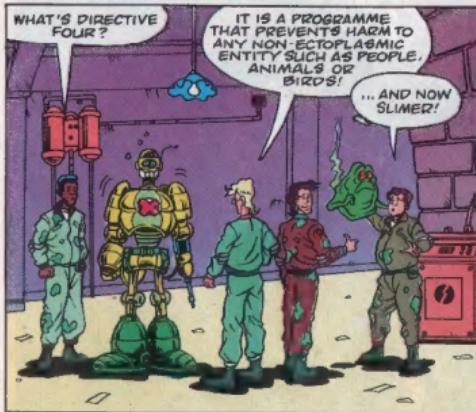
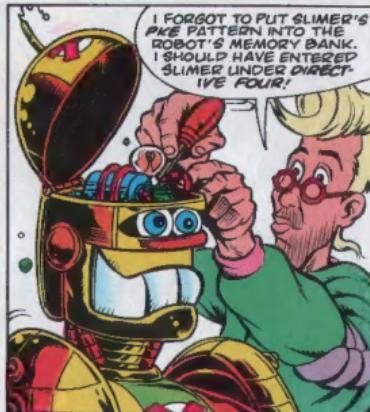


ECTO-X!









IN THE DAYS THAT FOLLOWED...

ONCE AGAIN,
THE REAL
GHOSTBUSTERS
ARE IN THE NEWS HEADLINES AGAIN.
THEIR CONTROVERSIAL ROBOT,
ECTO-X HAS PULLED OFF THE
BLIST OF THE CENTURY!

IF IT SLIMES...
CLICK: WE CAN
TRAP IT!



ZINGK!



GO AHEAD,
POLTERGEIST.
MAKE MY DAY!

DAY!



ECTO-X
IS HERE
THE
INSIDE
STORY



HEY, DON'T
YOU WANT TO TALK
TO US? WE'RE THE
ORIGINAL GHOST-
BUSTERS!



SORRY GUYS.
WITH ECTO-X
AROUND YOU'RE THE
ONES WHO ARE
HISTORY!!



ECTO-X.
HAVE YOU GOT A
MESSAGE FOR ALL
THOSE GHOSTS
OUT THERE?

AFFIRMATIVE!
STAY OUT OF OUR
DIMENSION!

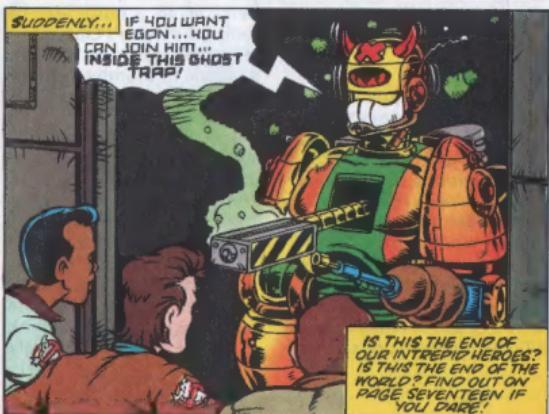


CLICK!



EGON IS BLINDED BY SCIENCE! HE CAN'T SEE THE EFFECT THAT CREATION IS HAVING ON US!

AWWW! ME NO LIKEY TIN MAN!



SPENGLER'S SPIRIT GUIDE

WHO'D HAVE THOUGHT IT?

Who, indeed, would have thought it, eh? Fifty instalments of the Spirit Guide. Fifty! May I take the opportunity to express my gratitude at having been allowed to communicate my findings over the last few issues, thank Janine for typing it up every week, and thank all of you out there who have bothered to follow the Guide as it's grown. I trust that it has done something to increase your knowledge of the Supercosmos. I'd also like to thank the many people who have written in to the Guide with questions about the information I've imparted and with comments, hints and personal observations to bulk out my data. In this, the fiftieth instalment, I'd like to present a selection of the more interesting and thought provoking correspondence that I've received in the past eighteen months.

NO CLASS?

Barnard W. Calvary of the University of Minnesota Paranormal Faculty wrote to me last April after I'd covered Demons (Guide two) asking if it was really important to identify the Class of a demon when busting it. After all, as he wrote 'if it's big and mean with pointy teeth, have you really got the time to worry about what Class it is?' The answer is, of course,



PART 50

you must make a proper identification before busting so as to calibrate the aperture of your proton gun accordingly. You try busting a Class seven using only sixty megawatts power. Then you'll see what I mean. If it helps at all, a quick way of telling a demon's Class is the length of those pointy teeth. As a rule of thumb any teeth over six inches means Class five or above.

ACCI-DENTAL!

Joanne Corollary of Carshalton Beeches wrote in after the write-up on monsters (Guide thirty-one) to ask if I had meant to use the expression 'great, big, pointy teeth' as often as I did. The answer is yes. Can you think of another way of effectively

describing the chewing apparatus of a beastie like, say Nicomanthus' Lower Mongolian Pit Fiend. And no, Joanne, I don't think 'nasty gnashers' fits the bill at all.

TO CHOP OR NOT TO CHOP?

Whilst agreeing entirely with Peter's recommendation way back in Guide eight that apple and chilli peppers radically improve the immortal West Pier Pizza, Johnny Penobscott Jnr. of New Jersey writes to say that he prefers to slice the apples rather than chop them. On behalf of Peter, let me say thanks, Johnny - we'll try it next time.

BACK TO THE FUTURE

Well, I'm out of space again, as usual. Just let me thank you once again for all your ideas, letters and support, and assure you that the Guide will enter its second half-century of instalments with a renewed vigour and commitment. I haven't the room to tell you about some of the most exciting features I've got planned for the near future, but let me say fear not, Alice Chipmunk of Ontario, an entire issue will be devoted to haunted radishes *real* soon. In the meantime, I'm sending you the address of a good psychiatrist by return of post.



HOSTBUSTERS' RECEPTION

Hiya, Janine here. How are you? Hey, remember back in issue six when we gave you the opportunity to answer some really easy questions to let us know about yourselves! Well, guess what, here's another chance for you guys, and gals, to answer some more. Simply fill out the questionnaire below and pop it in the post to: **HOSTBUSTERS RECEPTION, MARVEL COMICS LTD, 13/15 ARUNDEL STREET, LONDON WC2R 3DX**. Please make sure they arrive no later than **June 12, 1989**, and the first twenty entries that we pull out of the sack on that day will win a pair of **THE REAL HOSTBUSTERS** books.



- 1 How old are you? years.
 - 2 How often do you buy **THE REAL HOSTBUSTERS?**
 - a This is the first time.
 - b Occasionally.
 - c Every week.
 - 3 What other comic(s) do you buy regularly?
.....
 - 4 How do you get your copy of **THE REAL HOSTBUSTERS?**
 - a Have it delivered by the newsagent?
 - b Have it reserved by the newsagent?
 - c Off the newsagent's shelf?
 - d From a friend?
 - 5 How many people read your copy of **THE REAL HOSTBUSTERS?**
.....
 - 6 How much pocket money do you get?
.....
 - 7 What do you spend it on apart from comics?
.....
 - 8 What is your favourite part of **THE REAL HOSTBUSTERS?**
Put the number one by the best part, a number two for the second best etc.
The cover
HQ Page
Comic Strip
Spengler's Spirit Guide
Text Story (inc. Winston's Diary)
Fact Files
Dead True
Ghost Writing
Blimey! It's Slimer!
Next Issue Information
- 9 Do you have any Ghostbuster toys?
 - 10 Do you watch the T.V. series?
 - a If so, how often?
Always Very Often Only Occasionally
(Tick one)
 - 11 What else would you like to see in **THE REAL HOSTBUSTERS?**
.....
 - 12 Name your favourites!
Breakfast cereal Toy
TV Programme Toothpaste
Food-Type Drink
 - 13 Do your parents also read **THE REAL HOSTBUSTERS?**
 - 14 What is your favourite film seen at the cinema?
 - 15 Do you have a savings account?
 - 16 Do you enjoy pop music?
 - 17 Do you have access to a stereo system?
-
- Name
Boy Girl
Address
.....
.....
.....
.....
.....
.....
.....
.....
.....
.....
.....
.....
.....
(Tick one)



IT'S
ON SALE NOW!

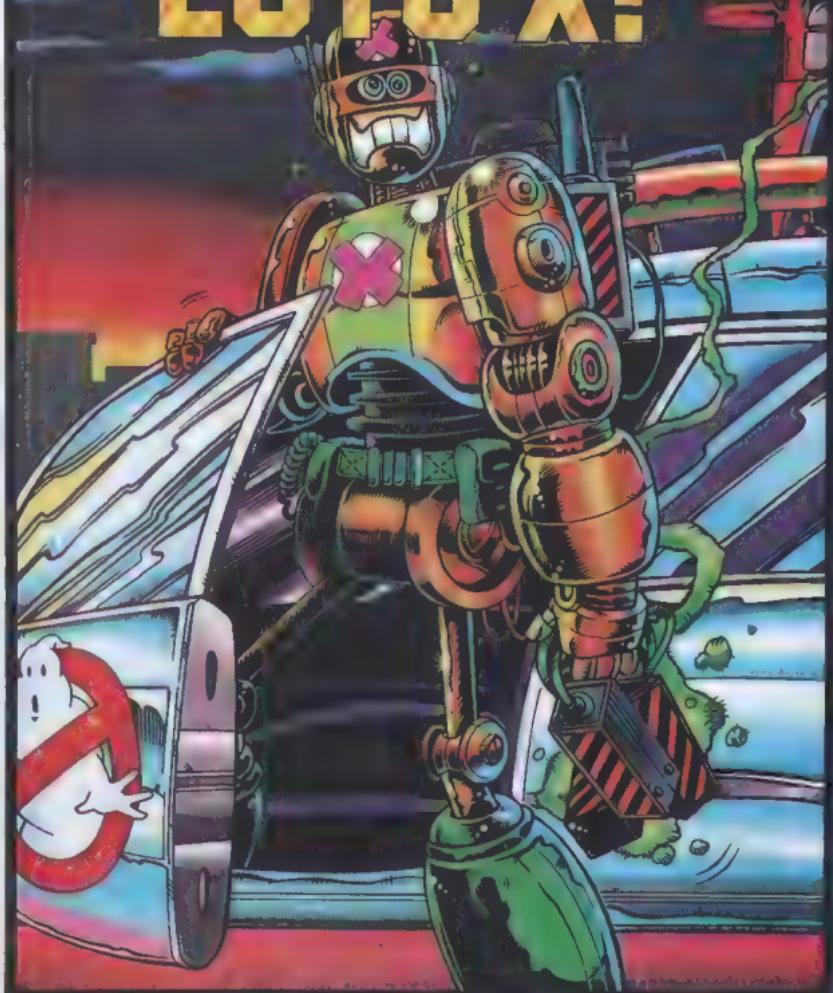
WICKED!

DESIGN A SPOOK COMPETITION

Over the past fifty issues of **THE REAL GHOSTBUSTERS** there has been an incredible array of ghosts, ghouls and nasty monsters with big, sharp pointy teeth, witches, werewolves, wyverns and . . . and demons . . . and . . . well, lots of spooky spectres really. So if you've ever had the desire to put pen to paper and design a fiendish phantom of your own, well now's your chance! Just send in your original drawing (and a written description of who or what it is) and the lucky entrant who is chosen after the closing date on June 12 1989 will have a story written around their character to appear in a future issue of **THE REAL GHOSTBUSTERS**. So let your imaginations run riot and send your ghastly ghoul drawing and description to: **DESIGN-A-SPOOK COMPETITION**, Marvel Comics Ltd, 13/15 Arundel Street, London WC2 3DX.



THE EXPLOITS OF ECTO-X!



Story DAN ABNETT Art LANNING, BASKERVILLE and BURNS

At the start, it was all pretty dark.

I could hear a few things, of course. Odd, whirring noises, clunks and hammering noises. Then, Dr. Spengler fitted my optic units and I began to see my surroundings. I was in a very interesting laboratory full of fellow machines. I tried having a quick chat with the toaster next to me, but he didn't have much to say. I suppose he was too interested in what was going on, too.

Clunk. Sorry about that, where was I?

Oh yes. The lab. Well, Dr. Spengler quickly fitted my memory units and then said that my name was Robobuster and that I was ready to begin training for my job in life: Ghostbusting.

It all sounded jolly exciting.

Of course, at that stage I wasn't sure what a 'ghost' or a 'busting' was. Dr. Spengler started with the basics. A 'busting', he explained, was a thing where you disposed of something. A 'ghost' was a fearful apparition of Supernatural origin that delighted in tormenting anything in our world.

At that point, I thought that it all sounded pretty dangerous as well as jolly exciting.

But Dr. Spengler explained that, oh no, it was the easiest thing in the world, as the video footage he was about to show me would soon demonstrate.

Clunk. 'Scuse me.

The video was pretty good. It was a comedy, I think. Four humans in overalls did a lot of running about and shouting. A big thing (it was a 'ghost' I reckon, I can't be sure) snarled about in the background. What was I watching? I wanted to know.

That, Dr. Spengler told me, hunting for the right video to show me, was called 'running away' and didn't usually happen.

Then Dr. Spengler showed me another tape in which the same four guys in overalls did a bit more running about, but this time in the direction of the 'ghost' (or whatever). This, he said, was the right video. Further more, it showed

a fine, workmanlike bust in the face of something he described as 'bad craziness'.

It was all pretty good stuff.

I asked if I'd get overalls too, but Dr. Spengler said that that wasn't necessary, particularly if your body was made of kevlar-armoured high impact steel alloy, which mine was, apparently.

What I would need, he said, was something like this and one of these. Something like this was a Proton Gun attached to an unlicensed nuclear accelerator. One of these was a Ghost Trap. Dr. Spengler showed me what to do with them. Hmm. He made it look easy. When I tried the first time, I shot a hole in the roof of the lab and fell over the flex of the Ghost Trap. Dr. Spengler said that this was all due to unfamiliarity with my motor awareness and I'd get the hang of it in no time.

Clunk. Sorry again.

After explaining about my anti-rust warranty, Dr. Spengler went on to explain that before a bust could happen, a buster had to first find the ghost. To this end, he demonstrated a device called a PKE meter, which detected (so he said) the Psycho-Kinetic energy of Supernatural things. If the reading went off the scale, then I was obviously in the presence of a ghost. It all seemed pretty straightforward, so I gave it a go. I thought I did pretty well, finding a ghost so soon. Dr. Spengler explained that what I'd found was less a ghost and more of a pot plant. Why then, I asked, did the reading go off the scale when I waved the PKE meter in front of the ghost/plant. Dr. Spengler pointed out that I was holding the meter upside down and therefore everything looked as if it went off the scale. He said it was an easy mistake to make. Then he muttered something about cheap Taiwanese software that I didn't quite catch.

Whirrrr-clunk. Pardon me.

Dr. Spengler asked me if I felt ready yet to confront the challenge of ghostbusting.



Yes, I replied, I feel really confident and enthusiastic. I searched through my memory programmes for a suitable phrase to describe my enthusiasm. 'The world is my lobster' I said, when I had found one. Yes, replied Dr. Spengler, I'm sure it is. Then he went to the lab door and called out 'Peter? Have you been fiddling with my memory storage console?'

That is all I really remember about my first few hours in the world. On the whole, Dr. Spengler seemed pretty pleased with the way he had constructed me. He described me as the future of ghostbusting and said it was time to show me to the others. Other what? I wondered. Other futures? But Dr. Spengler seemed so jolly pleased with me, I didn't ask him. Instead, I got up to follow him out of the room.

It really wasn't anyone's fault that the servos in my leg units weren't quite up to scratch. I'm only sorry they made me stumble for no reason at all. And I really am sorry that when I fell flat on my fascia that my Proton Gun went off automatically, removing a portion of the lab wall the size of a campervan. Try as I could, I couldn't get up, not with one leg off, covered in debris like that. Dr. Spengler leant over me.

"See that?" he asked, pointing at something in the corner.

"Affirmative." I said.

"Do you know what it is?"

"Negative." I answered.

"That," he said with a sigh, "is a drawing board. I shall be going back there for a little while . . ."

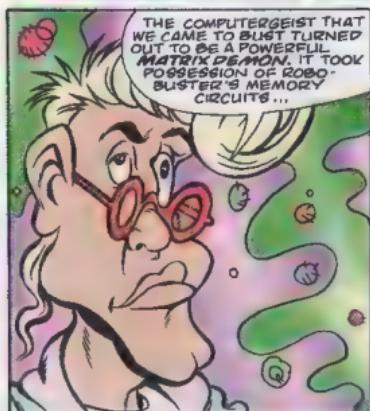


CONTINUED FROM PAGE TEN.

: WHIRR... GOODBYE, GHOSTBUSTERS. I AM NO LONGER IN NEED OF YOU. I AM IN CONTROL. YOU ARE OBSOLETE!

NOW HOLD ON THERE. WHAT HAVE YOU DONE WITH EGON? WHAT ABOUT DIRECTIVE FOUR... FIVE... SIX... SEVEN? STOPPP!

: CLICK! ALL DIRECTIVES ARE NO LONGER IN YOUR COMMAND! THE GHOSTBUSTERS ARE HISTORY. NOW I WILL CONQUER THE HUMAN RACE! WHERE?

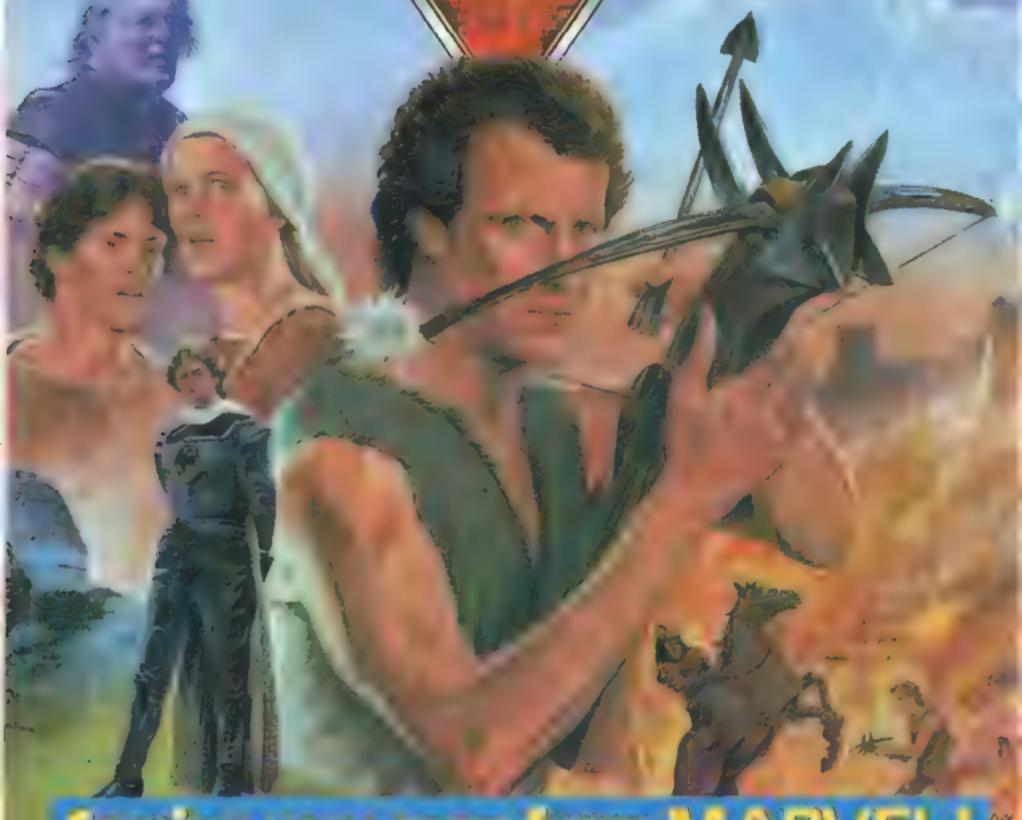






A GRAPHIC NOVEL

WILLIAM STEEL



Coming very soon from MARVEL!

HOST WRITING!



Ghostly greetings to all you ectoplasmic and devilish devotees out there. Keep on sending those burning questions and I'll answer as many as is humanly possible.

Dear Peter . . .

Can you please answer my questions.

1. Are you ever nervous when you go on T.V.?
2. Are you ever bored busting ghosts all the time?

—Derek Gaw, Scotland

**1. Nervous, what's nervous?
2. Bored, What's being bored?
In our line of business it doesn't pay to be bored!**

Can you please tell me if there is a REAL GHOSTBUSTERS fan club?

—Graham Coy, Stonehaven

We've had a great deal of letters about this and I'm sorry but there isn't one. Can't say fairer than that, can I?

I have a couple of questions for you:

1. What does Slimer hate to eat most of all?
2. Can Slimer communicate with other ghosts?

—Ian Wooltorton, Norwich

I have to tell you, Ian, that there is no such thing as food which Slimer doesn't like! He eats anything and everything and everything in any quantity you would care to mention! 2. Strange as it may seem, Slimer can communicate with other ghosts, which is one very good reason for having him around. As long as they are ghosts which can speak English, that is. Slimer's not too hot on foreign languages. He's not too hot on English either, come to think of it!

Can you please tell me why Egon and Ray always stick together when they are making things?

—John Ryan, Burnley

Well, the answer to this one is simple: Egon has the brains to invent and Ray has the technical know-how to build them.

When you go on a bust do you have to go down the fire pole? What does it feel like?

—Daniel Anderson, Little Hulton

Well, if we are upstairs in the HQ at the time, we do have to use the pole, seeing as it's the quickest way down. It certainly beats using the stairs!

I am writing to you because my brother keeps saying that THE REAL GHOSTBUSTERS is stupid. What do you think I should do about it?

Also, could you ask Slimer this question: whyee don'tsyou raidy the takeeawayee?

—Ravinder Hans, London

I think you should tell him that it's his loss for not being able to appreciate it, don't you? Slimer said, "Whyee bother go outty when welly-stocky fridgewaydigeay always at HQ?"

I've been reading THE REAL GHOSTBUSTERS from issue one and have not missed a single issue. I just had to write to tell you how incredibly funny the Christmas Spengler's Spirit Guide was. After I read it, I couldn't stop laughing for the rest of the day and had to give up reading the rest of the comic! Oh yeah a few questions . . .

1. Why do most of the ghosts you bust come in the form of ugly monsters? I always thought of ghosts as being white figures without legs.

—Mike Alper, Daventry

Good grief! Thanks for your comments, Mike. We like to know if there's any side-splitting going on! As for your question, the notion of a white figure with no legs is purely stereotypical. You have been under a misconception. Ghosts can and do appear in many shapes and forms, many of which are ugly monsters. Phew.

BLIMEY!
IT'S...

SLIMER!



IT'LL TAKE YOU BY SURPRISE!



IN JUST 7 DAYS

THE MIGHTY MARVEL CHECKLIST

TRANSFORMERS 219 Cloudburst and Landmine find a paradise ruled entirely by women in *Recipe For Disaster*, Part Three. Plus, the final part of the Visionaries epic, *The End and the Beginning*, and Part One of *Survivors* – Skid's deepest fears have become reality: can he escape from his nightmares?

THE REAL GHOSTBUSTERS 50 It's the fabulous fiftieth issue, telling the story of Ecto-X, Egon's latest robot invention, by Carnell, Lanning, Baskerville and Abnett. PLUS a fantastic Design-A-Spook competition where you can win a story written around your very own ghost! So don't miss it!

DEATH'S HEAD 7 Death's Head and Spratt are up against the human chameleon Photofit in this month's fast-moving story. *Shot By Both Sides* is by Hitch, Furman and

Anderson. Our hero is himself being pursued by two gangland hitmen, Bigshot and Short-fuse. Who will get who first?

THUNDERCATS 97 In this month's fabulous issue you can read Part Two of *Friends in Need*, by Abnett, Wetherell and Williamson, and Part Three of the classic strip story, *Worlds in Chaos*. PLUS This month's exciting text story Cheetara and *The Swarm Monster*, and if you don't have a map of *Third Earth*, start collecting now with Part One!

DON'T MISS...

ACTION FORCE 13 Destro is being held prisoner in Action Force's London base and so long as he remains there, the city must face the wrath of Cobra! *The Prisoner* is by Alan and Smith.

ON SALE NOW!

10,000 VOLTS OF FLAVOUR!

YOU HAVEN'T LIVED TIL -

20P

FROM YOUR SWEET SHOP

TWO
ELECTRIFYING
FLAVOURS
IN
EVERY
PACK!



NERDS - THE TINIEST, TANGIEST, CRUNCHIEST, SWEETS EVER!

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